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ESRB RATING

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at www.esrb.org.

CAPCOM U.S.A., INC.
185 Berry St., Suite 1200
San Francisco, CA 94107

A printable manual for this game can be downloaded from:
capcom.com/manuals/mmzx

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NINTENDO DS™

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME CARD OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

⚠WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	**Eye or muscle twitching**	**Loss of awareness**
Altered vision	**Involuntary movements**	**Disorientation**

- To reduce the likelihood of a seizure when playing video games:
  1. Sit or stand as far from the screen as possible.
  2. Play video games on the smallest available television screen.
  3. Do not play if you are tired or need sleep.
  4. Play in a well-lit room.
  5. Take a 10 to 15 minute break every hour.

⚠WARNING - Radio Frequency Interference

The Nintendo DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo DS without first consulting your doctor or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

⚠WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- When using the stylus, you do not need to grip it tightly or press it hard against the screen. Doing so may cause fatigue or discomfort.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

⚠WARNING - Battery Leakage

The Nintendo DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo DS.

If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

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EVERYONE

E

Cartoon Violence

ESRB CONTENT RATING www.esrb.org

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BOOTING UP

1. With the Nintendo DS turned OFF, insert the Mega Man® ZX Game Card securely into the slot.

   Turn the system ON.

2. After reading the Health and Safety Warning, touch the bottom screen to continue to the DS Menu screen.

3. On the DS Menu, touch MEGA MAN® ZX to launch the game.

4. Begin play from the Title screen and Main Menu.

- If your Nintendo DS is set to Autoload, you don't need to go through these steps.

SOFT RESET

Press and hold the L Button, R Button, START and SELECT at the same time to reset the game and return to the Title screen.

PROLOGUE

After years of constant battle between humans and Reploids, both sides — seeking peace and equality —reached an accord. They agreed to pass a law granting humans the same strength as the Reploids' mechanical bodies, and granting Reploids human mortality.

After hundreds of years, humans and Reploids became virtually indistinguishable. The old war seemed like ancient history — all but forgotten.

Meanwhile, thanks to Slither Inc.'s new machinery for extracting and supplying the world with a fantastic new energy source, the world's serious energy shortages were solved. Slither Inc. was hailed as a hero worldwide!

But not everyone was fond of Slither Inc....

Somewhere a transporter, eyes filled with sadness, gazes at Slither Inc.'s giant headquarters. This transporter will soon learn what fate has in store....

CHARACTERS

HUMANOIDS

The heroes of this story, both Vent and Aile work for the delivery company Giro Express. Vent is brave and fearless, while Aile is very clear-headed with plenty of spunk. Both kids lost their parents to Mavericks at a young age. Their fate takes a new turn during a delivery of a shipment of Biometal.

MODEL X (Megamerge!)

Model X Biometal reacts to Vent's and Aile's bravery and enables them to transform into Model X. Features an X Buster for long range attacks, along with added mobility with such moves as the Dash and Wall Kick.

MODEL ZX (Double Megamerge!)

Using a special Biometal, Vent and Aile can transform into Model ZX. With the powerful ZX Saber, Model ZX is suited for intense close-range combat. With the new powers of Model ZX, our heroes stand alongside the Guardians to face their destinies.

CHARACTERS (CONTINUED)

GIROUETTE

Runs Giro Express. Vent and Aile call him "Boss," and he is knowledgeable about many things. He sometimes has trouble getting Vent and Aile to follow orders, not to mention keeping them focused and on task!

PRAIRIE

Commander of the Guardians, an organization run unofficially by the state. Hires Giro Express to transport Biometal, kicking off the game's events.

FLEUEVE

Vice Commander of the Guardians, this tiny old man conducts research on Biometal. Decades of knowledge and experience tell him he can trust Vent and Aile.

THE GUARDIANS

Under the leadership of Commander Prairie, the volunteer Guardians protect the peripheral towns from Maverick attacks, as well as investigate causes of Maverick outbreaks.

MYSTERY CHARACTERS

Always at Serpent's side, their true identities are unknown.

SERPENT

President of Slither Inc., a corporation that owns one of only a handful of machines capable of extracting much-needed energy. Providing the populace with energy has helped make him a hero in the public eye.

CONTROLS (DEFAULT SETTINGS)

MENU SCREEN

+Control Pad	■	Move cursor
A Button	■	Confirm
B Button	■	Cancel
X Button	■	not used
Y Button	■	not used
L Button	■	not used
R Button	■	not used
START	■	Start game / Confirm
SELECT	■	Move cursor
Touch Screen	■	not used

- You can customize the controls from the Options menu *(page 17)*.

TITLE SCREEN

SAVE SCREEN

ACTION SCREEN

+ Control Pad	■	◀/▶ Move
	■	▲ Talk / Climb Ladder / Enter Doorway / Use Transerver *(page 21)*
A Button	■	Confirm; Next page; Overdrive *(page 28)*
B Button	■	Cancel / Jump
+ Control Pad + B Button	■	Wall Kick (close to wall) *(page 10)*
X Button	■	Megamerge *(page 9)*
Y Button	■	Main Weapon
L Button	■	Dash *(page 10)*
R Button	■	Sub Weapon
START	■	Sub Screen *(page 15)* / Skip Cutscene
SELECT	■	not used
Touch Screen	■	not used

ACTION SCREEN

SUB SCREEN

+ Control Pad	■	Move cursor
A Button	■	Confirm
B Button	■	Cancel
X Button	■	not used
Y Button	■	not used
L Button	■	Switch Sub Screen menu
R Button	■	Switch Sub Screen menu
START	■	Return to Action screen
SELECT	■	Switch to Buster Edit screen
Touch Screen	■	Used on Buster Edit screen

STATUS SCREEN

ITEM SCREEN

ACTIONS (DEFAULT SETTINGS)

MOVE

Press the +Control Pad ◀/▶ to move in that direction.

JUMP

Press and hold the B Button to jump. Hold the button down longer to jump higher. Press ◀/▶ in midair to aim your jump.

ENTER DOORWAY / CLIMB LADDER

Stand in front of a doorway and press ▲ to enter the door. Stand in front of a ladder and press ▲ to climb up.

TALK / TRANSERVER

Walk up to a person and press ▲ to begin a conversation. Walk up to a Transerver and press ▲ to use it *(page 21)*.

TALKING WITH PEOPLE / GUARDIANS

- You'll scare normal people if you try to talk to them in your Megamerged form *(page 9)*. Be sure to transform back into your human form before approaching people.
- You can talk to Guardians while you are in either form. (You can identify Guardians by their green uniforms.)

JUMP

CLIMB LADDER

TALK

ACTIONS IN HUMAN FORM

CROUCH

Press ▼ to crouch. While crouching, press ◀/▶ to crouch-walk left / right.

SWIM

When you enter the water in human form, you will float on the surface. Press ◀/▶ to swim left / right.

MEGAMERGE

If you have Biometal in your possession, you can transform, or Megamerge, by pressing the X Button. As you progress through the game, you will be able to Megamerge into different models.

- To select a model, press ◀/▶, then press the A or X Button to confirm.
- Enemies won't attack you while you're in human form in the Innerpeace area. But if you Megamerge in the Innerpeace, they will come after you, so watch out.
- Special moves you can perform while Megamerged begin on the next page.

CROUCH

SWIM

MEGAMERGE

ACTIONS (CONTINUED)

ACTIONS IN MEGAMERGE FORM

ATTACK

Press the Y or R Button to attack with whatever weapon is equipped. Hold the button down, then release it to perform a more powerful Charge Attack.

- Certain weapons may have multiple charge levels depending on length of time charged.

ATTACK

DASH

Press the L Button or double-tap the +Control Pad ⬅/➡ to perform a Dash.

- You can turn Command Dash On/Off from the Options menu *(page 17)*.

DASH

WALL KICK / WALL SLIDE

When close to a wall, press the B Button while pressing the +Control Pad toward the wall to perform a Wall Kick. Press just the +Control Pad to slide down the wall. Combine this with a Dash to use the wall to jump even farther.

WALL KICK

WALL SLIDE

AIR DASH / HOVER

Press the L Button or double-tap ⬅/➡ in midair to perform a sideways Air Dash.

Press the L Button in midair while holding ⬆ to dash straight up vertically.

Press the B Button in midair to hover and slow your descent to the ground.

- Air Dash / Hover is not available while you're in the water.

HOVER

SWIM / WATER DASH

Press the B Button while in the water to enter Swim Mode. In Swim Mode, press the +Control Pad in any direction to navigate through the water.

Press the L Button or double-tap ⬅/➡ to perform a Water Dash.

- Use all your techniques to find new places to explore!

WATER DASH

MEGATON CRASH

Use the Megaton Crash to destroy extra tough blocks or objects. Use it on enemies to send them flying.

MEGATON CRASH

HANGING EDGE

Press the B Button plus ⬆ to hang from platforms or ceilings. While hanging, press ⬅/➡ to face the other direction, and press the B Button plus ⬇ to drop down.

- When hanging from a platform, double-tap ⬆ to hop on top of that platform.

HANGING EDGE

WEAPONS

X BUSTER

This is your only method of attack while in Model X form. Fire up to three shots in a row, or charge up for a more powerful single shot (three charge levels).

ZX BUSTER

This long-range weapon is available when you're in Model ZX form. It equals the X Buster in power, with two charge levels.

ZX SABER

The main weapon for Model ZX form, this close-range sword weapon packs a mighty punch. But since you have to get in close to use it, correct timing is essential. The ZX Saber can be used for rapid slashes as well as a charge slash.

OTHER WEAPONS

As you discover new Models that you can Megamerge into, you will be able to wield new weapons that will help you advance.

X BUSTER

ZX BUSTER

ZX SABER

TITLE SCREEN

NEW GAME

Start a new game from the beginning.

SELECT DIFFICULTY LEVEL

Select Easy or Normal to make enemies easier or harder to defeat.

CHARACTER SELECT

Choose to play as either Vent or Aile.

- You can't change characters in mid-game.

CONTINUE

Load a saved file and pick up the game from where you left off.

UPPER SCREEN

LOWER SCREEN

ACTION SCREEN

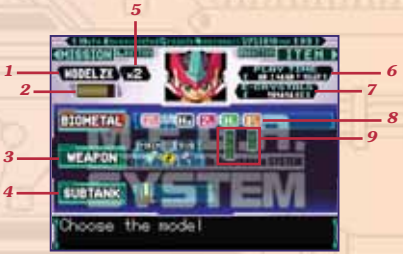
UPPER SCREEN – ACTION

LOWER SCREEN – BIOMETAL

When the Action Screen is shown on the upper screen, the lower screen shows the Biometal screen.

SUB SCREEN

STATUS SCREEN



In the Sub Screen, press the L/R Buttons to toggle between the Status, Item, Options and Mission screens.

1. Current Model. When you're in human form, this shows your character's name.
2. Remaining HP.
3. Currently equipped weapon. Select Weapon and press the A Button to switch between Main and Sub.
4. Use energy from Sub Tank. Highlight icon and press and hold the A Button to transfer energy from the Sub Tank to replenish your HP.
5. Remaining lives (max: 9).
6. Total play time.
7. Amount of € Crystals collected.
8. Biometal icons. Select Biometal, then move the cursor to select a Biometal to Megamerge into that model. (Select Hu to return to human form.)
9. Biometal gauges for the different models.

SUB SCREEN (CONTINUED)

ITEM SCREEN

Press the A Button to bring up the cursor on the item column, press the +Control Pad ⬅/➡ to highlight an item and then press the A Button to make a selection. Press the B Button to return.

1. Once used, these items disappear.
2. These items can be equipped. Toggle On/Off to equip and unequip.
3. These important items, such as special keys to unlock doors, are required in order to progress.

- You cannot use Item C.

MISSION SCREEN

The Mission Screen shows your current Mission and a map with areas you've already visited. Yellow icons represent Transervers that you can use for transport *(page 21)*. Red icons mean the Transervers cannot be used for transport.

OPTIONS SCREEN

Use the Options Screen to customize the button layout, and change settings for Attack Mode and Action Mode.

Press the ⬅/➡ to switch tabs, and press ⬇ or the A Button to move the cursor to the settings column. Press the B Button to cancel and return the cursor to the settings toggle tabs.

BUTTON LAYOUT
Select Type A (default), Type B or the customizable Custom button layout.

ATTACK MODE
Choose settings for Main and Sub Weapon attacks. Press ⬅/➡ to select Type A (default), Type B, or Type C.

ACTION MODE
Turn Command Dash On (default)/Off, and set Hover and Swim settings. Press ⬆/⬇ to highlight a setting, then ⬅/➡ to change it.

- You must acquire Biometals for certain Megamerge Models before the Hover and Swim options become available.
- Default setting for Hover and Swim is Type A, which lets you toggle the action on/off with each button press. Type B requires you to hold the button down to continue performing the action.

BIOMETALS

ACQUIRING BIOMETALS

You can collect Biometals during certain events in the game, and from defeated boss characters.

Defeat the boss!

ACQUIRING BIOMETALS FROM BOSS CHARACTERS

When you defeat certain boss characters, you acquire their Biometals automatically.

Boss characters that provide a Biometal when defeated will have a specific weak point, which differs depending on the boss.

When you attack the weak point, sparks will fly from the boss's body, and your attacks will cause more damage than normal.

Be careful, because the more you attack the boss's weak point, the more E Crystals you'll have to use to repair the acquired Biometal afterwards.

TIP!

The amount of damage a Biometal takes (and that you'll have to repair once you get it) depends on how many times you attack that boss's weak point.

If you don't want to have to repair the Biometal when you get it, focus on defeating the boss with standard attacks.

REPAIRING BIOMETALS

If you attack a boss enemy's weak point during a boss battle, it does damage to the Biometal. Of course you can Megamerge into the corresponding Model with the damaged Biometal, but the Biometal gauge's max will be lower than normal, meaning you can't use charge attacks. E Crystals are required to repair damaged Biometals.

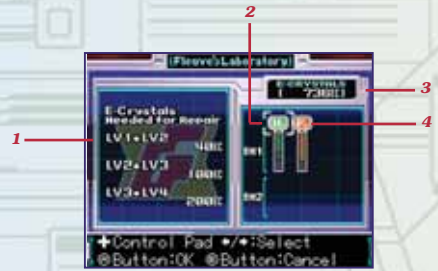
FLEUEVE'S LAB

To repair a Biometal, talk to Vice Commander Fleueve. This will bring up the Biometal Repair screen.

Talk to Fleueve!

BIOMETALS (CONTINUED)

FLEUVE'S LAB



Make sure you have enough E Crystals to repair the Biometal, then move the cursor to the Biometal you want to repair and press the A Button. The Biometal gauge's max value will increase by the amount repaired.

1. Amount of E Crystals required for full repair
2. Cursor: ←/→ Highlight Biometal
   ↑/↓ Select Repair button
   A Button: Confirm
   B Button: Return to previous selection
3. Current amount of E Crystals
4. Biometal Icons

TRANSERVERS

There are two kinds of Transervers, one for saving your game progress and the other for managing your missions. To use a Transerver, step on its platform and press ↑.

- Some Transerver functions may not be available at certain times.

SAVE GAME PROGRESS

From the Data Management, select Save Data. All your game progress, along with button layout and other settings, will be saved. You can save up to three separate files. Select Erase Data to erase a save file.

- You cannot delete system data.

MISSION QUEST MANAGER

Manage your missions and Quests *(page 22)* inside Transervers.

TRANSPORT

Certain Transervers have transport capabilities. You can only transport between Transervers that you have previously accessed. When you find a new Transerver, be sure to access it so you can warp back to that location later.

SAVE GAME

MISSION QUEST

MISSIONS / QUESTS

DIFFERENCE BETWEEN MISSIONS AND QUESTS

Missions must be completed in order to progress through the game, while Quests are like side Missions; they do not have to be completed in order for you to move on. However, by completing Quests you may be rewarded with useful items.

GETTING MISSIONS AND QUESTS

- You will receive new Missions at certain points in the game.
- Quests are mainly received by talking to people in the game. After progressing through the game, you may be able to get additional Quests from the same people by talking to them again.

GETTING MISSIONS

All Missions assigned to you are recorded in the Transerver. Inside a Transerver, select Mission Requests to bring up the Mission List screen. Move the cursor to highlight the Mission you want to undertake and make your selection.

- Completed Missions are not shown.
- When you select a Mission, you will have the option to hear the Mission Description, or skip that and just take the Mission.
- Quests are undertaken in the same way.

MISSION LIST

MISSION COMPLETE REPORT

A Mission is considered complete when you submit a Mission Report. After you complete a Mission, you may be rewarded for your efforts.

TAKING ON A DIFFERENT MISSION

You can only complete a Mission or Quest once, and you cannot take on both a Mission and a Quest at the same time. If you want to change Missions or Quests, go to a Transerver and select Abort Mission.

REQUIRED MISSIONS

There are certain Missions in the game that you must complete in order to move on. You cannot cancel out of these Missions.

MISSION REPORT

CANCELING A MISSION

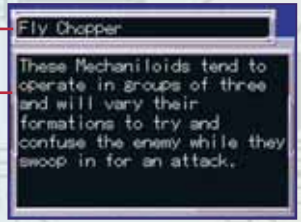
DATABASE

When you acquire Secret Discs, information will be stored inside the database. To view the database, talk to Fleueve and select View Database.

UPPER SCREEN

1. Character Tag
2. Preview Window
3. Encrypted Disk
4. Selected Disc Number
5. Number of Discs Found / Total Discs
6. Decrypted Discs
7. Message Window

LOWER SCREEN


Fly Chopper
These Mechaniloids tend to operate in groups of three and will vary their formations to try and confuse the enemy while they swoop in for an attack.
1
2

1. Character's Name
2. Character's Description

- When you decrypt an encrypted disc, the details for that character are shown on the lower screen.
- Once you decrypt a disc, highlight it on the upper screen to view the details on the lower screen.

MODEL TYPES

MODEL HX

- *CHARACTERISTICS*
  Flying expert with Air Dash and Hover capabilities.
- *WEAPON*
  Double Sabers
- *CHARGE ATTACK ELEMENTAL ATTRIBUTE*
  Electricity

MODEL LX

- *CHARACTERISTICS*
  Excels in marine combat, with advanced Swimming and Water Dash abilities.
- *WEAPON*
  Halberd
- *CHARGE ATTACK ELEMENTAL ATTRIBUTE*
  Ice

MODEL FX

- *CHARACTERISTICS*
  Model with massive attack power. Attacks send enemies flying or break through enemy's guard.
- *WEAPON*
  Knuckle Buster
- *CHARGE ATTACK ELEMENTAL ATTRIBUTE*
  Flame

MODEL PX

- *CHARACTERISTICS*
  Stealth techniques that include grabbing onto ceilings and ledges.
- *WEAPON*
  Throwing Blades (charge for Throwing Stars)
- *CHARGE ATTACK ELEMENTAL ATTRIBUTE*
  N/A

MODEL DETAILS

OVERDRIVE INVOKE SYSTEM

The Overdrive Invoke System (aka OIS) allows you to use the Biometal gauge to temporarily boost the strength of your attacks. OIS is only available with particular models, and is cancelled either when the Biometal gauge reaches zero or when you take damage. You can cancel OIS manually as well by pressing the A Button again.

Be sure to use OIS when you need to get out of a tight spot, or just want to show off your honed fighting skills.

SPECIAL MODEL-SPECIFIC ABILITIES

Certain Models feature abilities that will come in handy when you're trying to get through the game. It's up to you to find out which Models have which abilities. Below are two examples of the kinds of abilities you will discover.

- *ITEM SCANNER*
  The lower screen shows an analysis of the landforms and structures visible on the upper game screen. If there is an item hidden somewhere on the upper screen, an icon will appear on the lower screen showing you where that item is.
- *ANALYZING ENEMY*
  Displays an image showing the weak point of a boss enemy during a boss fight.

ITEMS

Attack these large and extra-large items with a sword to split them and make smaller items appear:

- Life Energy (L / XL)
- Biometal Energy (L)
- E Crystal (L)

LIFE ENERGY

Restores HP energy. S restores 4 units, L restores 8, and XL completely refills your HP.

LIFE UP

Adds 4 extra units to your max HP energy gauge.

E CRYSTALS

Abbreviated as EC. Required to repair Biometals. S is worth 4 Crystals. L is worth 16.

BIOMETAL ENERGY

Restores Biometal Energy to the Biometal gauge. S is worth 4 units of energy. L is worth 8.

SUB TANKS

Store extra HP energy to refill your HP gauge later on from the Status Screen.

1UP

Extra life (max: 9). 1UPs can appear when you defeat enemies, and you can find them scattered in different stages.

SECRET DISK

Find these scattered throughout the game. Talk to Fleueve and then go to the Database Screen to decrypt the disks and view the data stored on them.

KEY ITEMS

You must find certain items in order to complete Missions and progress through the game. You can view your Key Items from the Item Screen.

BOSSES

FISTLEO

Lion-style Reploid that uses its own special blend of Kenpo, called Reioh-ken. Seeking to increase its own strength, it sets residential areas ablaze. Its personality is fierce and intense, with no time for weaklings.

HIVOLT

Eagle-style flying Reploid. Zooms about at high speeds, toying with opponents, and spreading its legs to unleash electric shock attacks. Will stop at nothing to win a fight!

LURERRE

Looking like small fish at first glance, this Reploid is actually modeled after a blowfish. It lures opponents in with its deceiving appearance, and then pulls a surprise attack!

PURPRILL

Baboon-style Reploid that has rampaged across amusement parks, leaving countless victims in its wake. Recently hooked-up with a mysterious person and has become even more powerful. With its light, agile frame, it can hang from above and attack.

FLAMMOLE

Designed to function in high-temperature environments, this mole-style Reploid uses its drill to drive big holes in its enemies. Despite its small frame, its attacks pack a wallop! It is surprisingly agile.

HURRICAUNE

Stirring up whirlwinds by spinning its blades at high speeds, this weaselly Reploid specializes in using the power of the wind. Extreme jumping capabilities allow it to jump over a ten-story building in a single bound. Stealthy and treacherous, it has kidnapped many people, holding them captive in order to carry out its plan.

BOSSES (CONTINUED)

LEGANCHOR

In the form of a giant jellyfish, it tries to lecture its opponents down with words. If you don't listen, it resorts to beating it into you. The whirlpools it stirs up are tough to escape.

PROTECTOS

This rhino-style Reploid has thick, tough armor and repertoire of deadly attacks. Watch out for the giant missiles stored inside, which can strike a wide area.

DOUBLE SLOT FEATURES

If you start the game with a Mega Man® Zero 3 or Mega Man® Zero 4 GBA Game Pak inserted, boss enemies from Mega Man® Zero series will appear somewhere in the game.

1. With your Nintendo DS turned off, insert the Mega Man® ZX Game Pak into the DS Game Card slot, and insert either Mega Man® Zero 3 or Mega Man® Zero 4 Game Pak into the GBA Game Pak slot.

2. Turn on the power to the Nintendo DS and touch the Touch Screen.

3. Touch Mega Man® ZX to launch the game.
   - If your Nintendo DS is set to Autoload, you don't need to go through these steps.
   - Leave the GBA Game Pak inserted until finish playing

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